

Monopoly Reflection

Date: May 27, 2021

To: Mr. Fulk

From: Rohit Suresh

Subject: Monopoly Project Reflection

Accomplishments. I completed the entire project by myself and besides some bugs that caused it to crash that remained unexplained, the game is fully functional.

Learning Experience. I learned how to use the Swing library in Java, which helped me learn how to think of the program from a top level view because all the GUI actions had to be controlled from the top. As a result, I developed a big picture view of my design. Furthermore, I learned how to fully design an OOP from the ground up, which I have never done.

Objectives. Considering that Monopoly is a complex game with a large number of classes and actions that must be considered, I was expecting that I would not be able to create a fully functional program, but I did not have major bugs when the game was in PVP mode, which was the original goal of the project. Despite this, I tried to create a ComputerPlayer, but because the actions were numerous and varied, I could not create an algorithm that was effective in time, which was disappointing. I created a fully functional GUI, which was one of my original goals. The GUI turned out to be fairly complex as multiple players had to be managed (similar to StockTrader). I think that I could have spent more time on the corner cases if I had thought about them fully before programming, but I was not fully comfortable with the rules of the game when I began, so I did not notice many of the corner cases. A lot of my problem solving in this project came from online sources and snippets to use Swing. I tried to grind through the majority of the problems that I encountered through extensive debugging, which challenged me, but it was a good learning experience, and I was able to navigate through my code faster toward the end of the project when I needed to do a lot of debugging. As a result, the project is almost fully functional, which I am proud of.

Overall Assessment A. I have created a complex game in high quality that is free of bugs in one mode (PVP). The Computer mode is almost fully functional, and overall, the project displays more effort and results that would be expected during this timeline, so I deserve an A.

